Phantom Brave™

The Hermuda Triangle

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ESRB

NIS America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

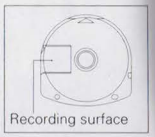
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

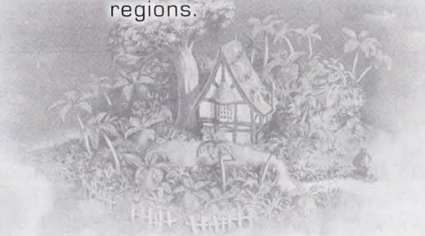
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Prologue

A world of vast oceans and tiny island nations, where the various races have helped create the history of the world. Sometimes through peace, and sometimes through war...

Wisteria, a land of sun.
Aquamarine, a land of ice.
Sand, a land of desert.
And Vermillion, a land of volcanoes.

Ivoire is the world composed of these four regions.



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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Phantom Brave™: The Hermuda Triangle disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Basic Controls - Phantom Isle

directional button	Control character / Move cursor
analog stick	Control character / Move cursor
⊗ button	Confirm command menu / Scroll text
◎ button	Jump / cancel command
△ button	Open menu
□ button	Lift/throw
□ button + L button	Zoom in / out
L button	Rotate map counterclockwise
R button	Rotate map clockwise
START button	Shortcut to "Confirm" when entering name / Attack Character / Giant Swing
SELECT button	Switch selection when characters are overlapped
PS button (HOME button)	Ends game without saving

Basic Controls - Area Map (Battle Map)

directional button	Control character / Move cursor
analog stick	Control character / Move cursor
⊗ button	Confirm command / Scroll text
◎ button	Move cursor to character / cancel
△ button	Open menu / Switch equipment status / Confirm Equipment
□ button	Switch status / protection detail
□ button + L button	Zoom in / out
□ button + R button	Return cursor to character
L button	Rotate map counterclockwise
R button	Rotate map clockwise
START button	Switch simple status display
SELECT button	Switch selection when characters are overlapped
PS button (HOME button)	Ends game without saving

Characters

Marona

She has the unique ability to communicate with and control Phantoms. This has enabled her to find work as a Chroma, but has also caused others to fear and despise her. But nevertheless, she's always optimistic and follows her deceased parents' advice to always help others.

Ash

He is Marona's guardian, and is always by her side. He has a kind heart and a strong sense of justice. He sometimes gets a little overprotective of Marona. He worked as a Chroma along with Marona's parents before he became a Phantom. He also has a strong distaste for...salt.

How to Start

After starting up the game, you will view each game mode at the title screen. If you want to start anew, select "New." If you want to start on the extra story, select "Another Marona."
If you would like to resume from where you last saved, select "Continue" and select your save file.
Select "Setting" to change game-related options.

Saving & Loading

Please make sure you have at least 352KB of free space in your Memory Stick™ in order to save game data.
Press the △ button on Phantom Isle to bring up the menu, then choose Save. Point to "Save New Data" and confirm your choice. To overwrite a file, point to the save file and confirm to overwrite.

* Overwriting a file will permanently delete that file.
* You will need at least 352KB of free space in your Memory Stick™ to save. Please confirm available space before saving.

Game Flow

Below you will find a summary of the basic flow of the game.

Cutscene

The story will unfold through a series of events. During these scenes, the game's objectives will be revealed.

✷ A tutorial battle will take place during the first chapter of the game.

Phantom Isle

Wander the island while controlling Ash. Talk to Marona to create Phantom allies. Depending on their jobs, Phantoms may sell items or heal wounds. This is where you will prepare for each battle.

Destination

You can go to the World Map by using the mailbox on Phantom Isle. Only accessible islands are displayed, so select whichever one you would like to go to.

Cutscene

A cutscene may occur depending on the destination you select.

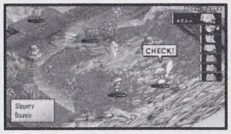
Destination

Once the event is finished, you will return to the World Map and be able to select your destination once again.

✷ You can also return to Phantom Isle at this point.

Area Map (Battle Map)

Battles take place on a 3D map. Defeat enemies while keeping Marona alive.



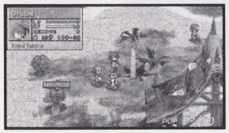
Chapter End

An event will occur once you complete your objective, and the story will advance to the next chapter.

Phantom Isle - Controls

You control Ash in Phantom Isle. Use the analog stick to move Ash.

⊗ button (next to character)	Talk to character
● button (next to character)	Picks up character/Throw picked up character
◉ button	Jump over obstacles
R / L button	Rotate screen
● + L button	Zoom in/out



Note that if you jump on top of a character, that character will take damage.

Place characters wherever you want!

Press the ● button next to character
You'll lift the character.

Press the ● button agan
A yellow circle will display your throw range.

Move the directional buttons or analog stick
Choose where you want to throw.

Press the ● or ⊗ buttons
Throw the character toward the cursor.

If there is a character already standing there, he / she will catch the thrown character. Press the ● button next to the caught character to pick them up again.

Caution!

Thrown characters will not necessarily land exactly where you choose. The landscape will affect their final resting spot.

Phantom Isle - Commands

Press the △ button on Phantom Isle to open the Command Menu as seen below.
Use the directional buttons or analog stick to move the cursor, and confirm by pressing the ⊗ button.

Equipment	View items equipped on your characters. Equipped items can be used during battle.
Status	View character status.
Order	Change the order of your characters/items in the status screen.
Battle Help	Learn the basics of battle.
Settings	Change the game settings.
Reset	Return to the Title Screen.
Save	Save your progress.

Phantom Isle - Creating Units

From the start of the game, you will be able to create units on Phantom Isle to add to your team.

Talk to Marona and select "Create". The units available will be limited at first, but more options will become available as you fulfill certain conditions. There may also be times when creating units will cost you money.

Caution!

Characters you wish to use in battle must first be summoned to Phantom Isle. The number of units and items available to be summoned to Phantom Isle is displayed as POP in the bottom right-hand corner of the screen.

The current number of characters & items / Maximum number you can summon.

❶ Talk to Marona, select "Create", and choose the Phantom you wish to create.

❷ Name them whatever you like.

❸ Distribute experience points, then finish.

❹ The character will be summoned to Phantom Isle.

Example Phantom jobs

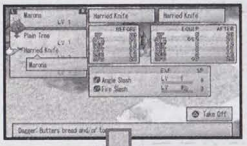
Job	Tasks on Phantom Isle.
Healer	Heals HP and SP. Note that you will have to pay for this service.
Merchant	Sells items.
Blacksmith	Increases the power of items.
Dungeon Monk	Creates random dungeons unrelated to the game's main storyline.
Titlist	Grants titles to units and items.

Phantom Isle - Preparing for Battle

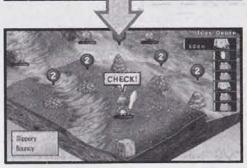
You can buy & sell items once a Merchant is summoned to Phantom Isle.

Items you buy are summoned to the island. These items can be equipped by pressing the △ button to bring up the Command Menu. Use this command to use these items in battle.

In Marona's Case



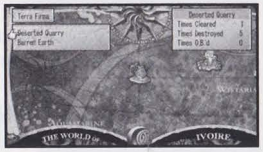
Equip on Phantom Isle



Marona will participate in battle with these items.

✷ Characters other than Marona will appear in battle with their equipped weapons once they are Confined.

Selecting Destination



Open the World Map by pressing the ✕ button next to the mailbox on Phantom Isle.

Accessible islands will be displayed on the World Map. Select a destination by placing the cursor over the desired island. Each island will have its own unique events and/or battles.

Upon entering battle, you will have to choose an Area Map after selecting an island. The game will progress as you clear each Area Map.

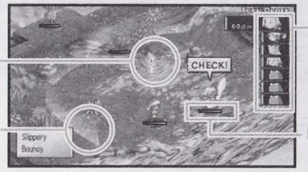
✷ Area Maps can be selected even after clearing those maps.

✷ More areas will become available as you advance throughout the story.

Area Map

The action order during battle depends on each unit's speed. When an ally's turn rolls around, a red circle will appear around that character and the "CHECK" icon will appear. Enter battle commands to continue the fight.

The L / R button will rotate the map, and the ● + L buttons will zoom in/out.



* The gauge displayed below each character represent the amount of HP that unit has left (green for allies, red for enemies). The gauge will decrease as the unit takes damage. A yellow gauge represents a neutral 3rd party.

Victory Conditions & Game Over

Defeating all the enemies will grant you a victory. Conversely, the game is over once all of your units are defeated. If this happens, you will have to load your most recent save file to continue.

Battle Commands

Command Menu

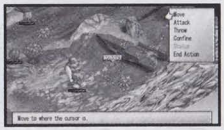
Press the ⊗ button to open command menu.

Move	Move a character
Attack	Attack the target
Lift / Throw	Lift or Throw a character
Confine	Confine a character in an item
Status	View status

Move

❶ Place the cursor over the area you want to move to.

❷ Press the ⊗ button to open the Command Menu and select "Move".



Your movement range will be displayed as dm (decimeters). You can move as long as there is room to do so. Press the ⊗ button to undo your movement.

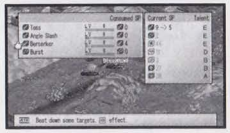
Caution!

* You cannot move outside of the red circle.
* You may not be able to move to a desired destination if there is an obstacle in the way.
* Depending on the landscape, the unit may not stop right at the selected location.
* You will not be able to undo Move if you choose to Attack or Confine after moving.

Attack

❶ Place the cursor over the target and select "Attack".

❷ Choose a skill from the displayed list.



The skill's attack range will be displayed after you select it. All units within range of the attack will receive damage, whether they are enemies or allies. There are also skills that will allow you to adjust the attack range by using the directional buttons or anolog stick.

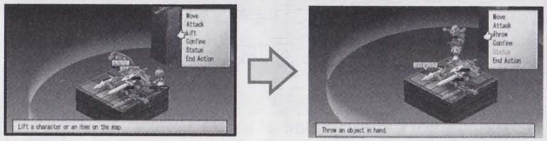
Caution!

If using a skill that can hit multiple targets, use the directional buttons or analog stick while holding down the ● button to move the unit within the red circle.

Lift / Throw

You can Lift/Throw just about any character on the map.

The skill you use to attack will depend on the ally / enemy / item that you lift.
Place the cursor over whatever you want to lift, then open the Command Menu. Select "Lift" to grab onto the target. The option in the Command Menu will change to "Throw" once you lift something. Before you use this command, be sure to place the cursor wherever you want the object to land.



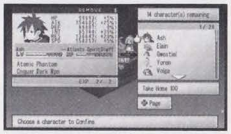
* The throwing range will be displayed as a yellow circle.

Caution!

* A unit can only lift one thing at a time.
* Enemies are able to use this command as well.
* Place the cursor over a unit if you want that character to catch the thrown object.
* If you end a unit's turn while lifting an enemy, the lifted enemy will attack you on its next turn. But you can also deal damage to enemies in the same way.
* You can also throw objects off of the Area Map.

Confine

Summon Phantoms by confining into items located on the map.



Place the cursor over an item, then open the Command Menu. Summon an ally by selecting the "Confine" command and choosing an ally.

* The confine range will be displayed as a white circle.

Caution!

Marona is the only character capable of confining.

Status

Select this command to view a character's status.

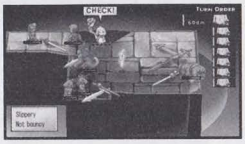
△ button Menu

The selections below will be displayed by pressing the △ button.
Press the △ button to view a character's equipment.

Battle Help	View basic battle controls and techniques. This is handy when you're not sure what to do during battle.
Setting	Adjust game settings.
Reset	Return to Title Screen. Note that you will lose all unsaved data.
Character List	View all the characters & items located on the map.

Status Ailments

When hit with a special attack, a unit may receive a status ailment. Status ailments can be cured by the magic spell Espoire.



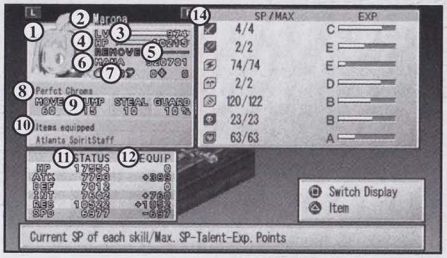
Type		Description
	Poison	The unit will take damage every turn.
	Sleep	The unit's next turn will be skipped.
	Paralyzed	The unit's body is frozen, and speed and movement decrease.
	Amnesia	The unit will forget how to perform all but the most basic skills.
	Dazed	The unit will receive no EXP.
	Gamble	If the unit is attacked, the attack will either miss entirely or kill the unit in a single hit.

Leveling up units

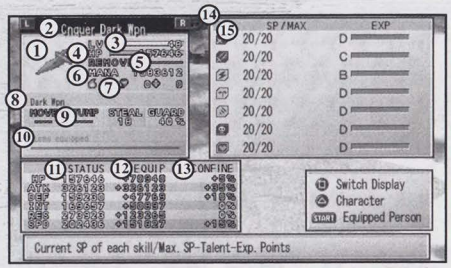
Characters will level up as they defeat enemies and gain EXP. Upon leveling up, their stats will increase.

Status & Level Up

Viewing Status Screen



1.	Profile	Displays unit's face.
2.	Name	Displays unit's name.
3.	LV	Displays unit's or item's level.
4.	HP	Displays current hit points. A unit will not be able to participate in battle if his/her HP reaches 0. HP can be restored by using healing magic.
5.	REMOVE	Displays the number of actions the unit can perform before they disappear (except Marona).
6.	MANA	Displays mana points. These are necessary to power up units and items.
7.	Resistance	Displays the unit's resistance against elemental attacks. The greater this number, the less damage the unit will take from those attacks. Fire resistance Wind resistance Water resistance
8.	Title and Name	Displays the name and the title of the selected character. Usually, the stronger the title sounds, the more your stats will increase.
9.	MOVE, JUMP, STEAL, GUARD	
	MOVE	Displays the unit's movement range (in dm).
	JUMP	Displays the unit's jump range (in dm).
	STEAL	Displays the unit's ability to steal from an enemy.
	GUARD	Displays the percentage of damage the equipped item will absorb. The higher the number, the more damage the item will absorb.



10.	Item Equipped	Displays the name of the equipped item.
11.	Ability	Displays the unit's stats while equipped with an item. This doesn't apply to the item itself since it cannot fight alone in battle.
	ATK	Displays attack power. The higher this number, the more physical damage you will inflict.
	DEF	Displays defense strength. The higher this number, the more physical damage you will block.
	INT	Displays intelligence. The higher this number, the more magic damage you will inflict.
	RES	Displays resistance. The higher this number, the more magic damage you will block.
	SPD	Displays speed. The higher this number, the faster the unit's turn will come. (This does not apply to items.)
12.	Upon Equip	Displays the effect this unit/item will grant when equipped.
	ATK - SPD	Displays the +/- rate when equipped.
13.	Confine	This only applies to items. It displays the effect it will have on a Phantom confined to it. This is important when the item is already on the map.
	ATK - SPD	Displays the +/- rate when equipped.
14.	SKILL POINT (SP)	All skills have icons next to them. When using the skill, the corresponding icon will be consumed. SP can be healed by the Healer on Phantom Isle. The text next to SP is the ability of the skill. E is the lowest, and it goes up from there. S is the highest. As you use the skill, you will gain EXP to increase the maximum SP. The better the ability is, the more EXP you will gain. You will also inflict more damage with the skill the higher the ability is.
15.	Skill List	Displays the list of available skills. You will see Chartreuse and Confine as well. These cannot be selected as attacks, so SP will not be consumed.

Items & Confining

Item Name	Attributes with Confine
Rock	Increased physical defense
Flower	Increased intelligence
Tree	Increased intelligence
Short Sword	Increased speed
Axe	Increased physical attack
Book	Increased intelligence

✷ There are many more items than the ones listed above.

Protection

Protection is a special effect that can be used on the Area Map. This effect may increase attack or defense power, heal HP each turn, etc. Here, we will explain how to utilize Protection.

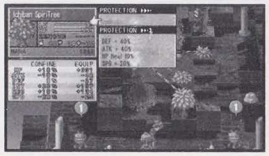
- Giving and Receiving Protection -

There is always a side that gives Protection, and a side that receives it. Place the cursor over a unit/item on the Area Map to view the Give/Receive Protection information. If you see a special effect listed below the "Give Protection" option, then that object is the giver. If you see a special effect listed below the "Receive Protection" option, then that object is the receiver.
You can view the Protection details by pressing the ● button, or switch the display by pressing the START button.Switch the unit and item by pressing the △ button if the item being confined to has Protection. When you place the cursor over an object, you will also notice that the giver and receiver are connected by a line.

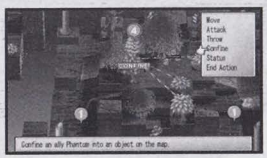
Caution!

Units affected by Protection will be marked with an icon. The number on this icon represents the total number of Protections applied.

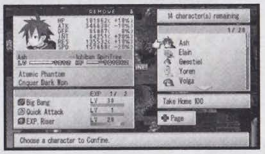
- Utilizing Protection -



❶ Review the Area Map to see if there are any items affected by Protection.



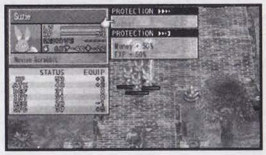
❷ Once you find an appropriate item, select "Confine" from the Command Menu and confine a Phantom.



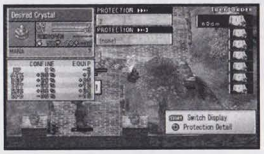
❸ The confined Phantom will appear with the Protection effect applied to him/her.

✷ The Protection effect will remain until the giver is destroyed/removed.

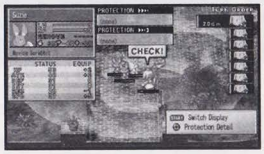
- Removing Enemies' Protection -



❶ Place the cursor over an enemy with a Protection effect to see which item/ unit is giving the Protection.



❷ Attack that object and destroy it.

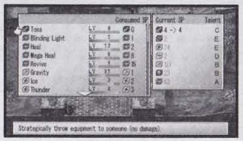


❸ The Protection effect will then be removed.

Lift & Throw

You can Lift any items, enemies, or allies on the Area Map.
By lifting an object, you are able to "Equip" it. Place the cursor over the target, then select Lift from the Command Menu. The green circle indicates the unit's Lift range.

- Lift and Attack -



Use a skill by selecting Attack after lifting. The skill's attack range will be displayed in blue. Available skills will change depending on the object lifted, so try lifting everything!
If a unit is not holding an object, he/she will use unarmed skills. The skills' effectiveness depend on the unit's EXP - the higher the EXP, the stronger the skill will be.

Caution!

The amount of SP consumed changes depending on the skill. Skills are divided into 7 types, and the icons indicate how much SP will be consumed. Compare this to your current SP before choosing a skill.

Type	Description
.....	Physical Attack
.....	Energy attack - aura and living energy
.....	Elemental magic - fire, wind, or ice
.....	Physical magic - uses natural beings
.....	Space-time - affects time and space
.....	Stat-altering - increases/decreases power
.....	Healing

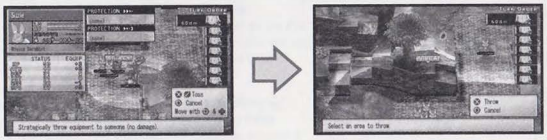
Skill Introduction

Now we'll introduce a few skills that will be available from the beginning of the game.

Equipped Item	Skill Name	Description
Unarmed	Roundhouse	Swings around a single target. Effect: Blow
Sword	Fire Slash	Attacks multiple targets with a fiery blade.
Axe	Mole Wack	Crushes a single target.
Spear	Skewer	Pierces a single target, then tosses it. Effect: Blow
Staff	PK Rush	Attacks a single target with a mysterious power.
Tree	Eco Swing	Spins around to cut apart multiple targets. Effect: Blow
Weed	Dryad Lash	Attacks a single target with guts and spirit.

- Lift and Throw -

The Lift option will change to "Throw" once the object is lifted. Select Throw to toss the lifted object. Place the cursor where you would like the object to land (although it may not land at that exact spot 100% of the time).
If there is a unit at that location, that unit will catch the thrown object. You can use this system to pass objects from ally to ally, or to throw an object farther away from the enemy.
Try it out!

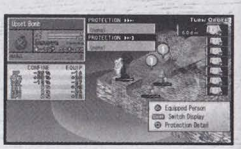


- Pluses and Minuses -

Once a lifted enemy's turn comes around, the enemy will automatically attack the lifter. However, the enemy will not be able to take any other actions at that point.
A lifted ally cannot take any actions, but also cannot be attacked by the enemy. Use this system to enhance your battle plan.

- The Enemy can Lift, Too! -

Enemies may also choose to lift items or your allies. You'll be at a disadvantage if they manage to lift a powerful item or character.



Caution!

You can throw lifted items out of the Area Map. Items thrown off the map will not return, but if you toss a character off the map, something unusual might happen...

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NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this ninety (90) days warranty period, NIS America will replace the game disc, at its option, free of charge.

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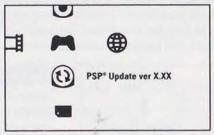
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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We Meet Again! Again... With Even More This Time!
On se retrouve ! Encore... Et avec plus cette fois !

New features! / Des nouveautés !

5 heroes from alternate dimensions come to Phantom Isle!
They'll become helpful additions to your army of phantoms!

5 héros venant de dimensions alternées arrivent sur Phantom Isle ! Ils vous aideront avec votre armée de fantômes !

A world where everyone besides Marona is dead!?
That means everyone is a phantom!?
The extra story **"Another Marona"** is also included!

Un monde où tout le monde est mort, sauf Marona ?!
Il n'y a donc que des fantômes !?
Cette histoire bonus **"Another Marona"** *est incluse !*

Imagination is the deciding factor for your victory!
This is a battle system where you can do anything!

L'imagination *est le principal facteur de votre réussite ! Avec un système de combat où tout est possible !*

UMD
UNIVERSAL MEDIA DISC

Player Joueur 1

Memory Size 352 KB
Taille de la mémoire 352 Ko

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TEEN	ADOLESCENTS ™
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Phantom Brave™ The Hermuda Triangle

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Phantom Brave™
The Hermuda Triangle

TEEN ADOLESCENTS
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